KNIFE HIT

* Reason:

I chose knife hit game for several reasons. Firstly, it has a very easy to understand gameplay which is perfect for players of all ages, and the thrill of throwing knives at spinning targets creates and engaging challenge. Developing this game allowed to improve my skills in game physics and interactive mechanics.

* Hurdles:

During the development of this game, I faced only few minor challenges. The simplicity of the gameplay and mechanics made it easy for me to develop this game.

(Aqib Shahzad)